EXPERIENCE

October 2021 - Current
Netflix Animation - Visual Development Artist
Unannounced Film Project & Limited Series

- World building concepts, turn arounds, and illustration

June 2017 - October 2020
Wizards of the Coast - Concept Artist - R&D World Building Team
Magic the Gathering

- Creating concept art for character, environment, props, keyframes, FX, and general visual,
  providing art direction, and written world building.

July 2016 - October 2016
Monte Cook Games - Freelance Concept Artist
Numenera

- Created character and creature illustrations for dungeon manual publications

June 2015 - November 2015
Gameloft: Seattle - Concept Artist
Cancelled Project

- Created and concepted various assets for marketing, character,
  mood illustrations, storyboards, and other 2D in-game assets
- Assisted in art direction, contributed to style guides and provided visual research
- Provided final paint and polish for rendered sprites

June 2014 - June 2015
inXile Games - Freelance Concept Artist
Torment: Tides of Numenera & the Bard's Tale IV

- Played an active role with the visual development of character designs for production,
  implementied character and environment paint overs on multiple occasions
- Contributed various illustrations for miscellaneous project assets and
  supplemental game materials
- Created reference call-out sheets for materials and art directional purposes

December 2013 - March 2014
USC App Games Program
Fat Loot

- Provided sketches and visual development paintings for environments
- Assisted in level design in order to heighten the intractability of gameplay
- Submitted designs for promotional graphics and supplemental game materials

October 2012 - December 2012
Teacher's Assistant for Hong Ly's Character Concepts
- Provided critiques, organized class blog

EDUCATION

March 2017 - June 2017
CGPB Mentorship
Environment Concept Course with Senior Concept Artist Donglu Yu (WB Montreal Concept Art Lead)

January 2016 - March 2016
Atelier Maui
Classical Drawing and Painting Program with Semyon Bilmes

May 2014
Otis College of Art and Design: Digital Media BFA
Dean's List 2014

SOFTWARE AND SKILLS

Photoshop	Drawing
Blender	Photo Compositing
Daz3D	Design
Zbrush	Illustration
PureRef	Creative Writing
	Art Direction